

Amendment Dated: August 27, 2010
Response to Official Action Dated: May 28, 2010
Application Serial No. 10/582,192

IN THE CLAIMS:

Please amend claims 14 and 60 as follows:

1-13. (Canceled)

14. (Currently Amended) A method of playing a team combat sport wherein:

each team includes two or more players who combats one another contemporaneously to achieve an objective;

the teams combat each other within a single predetermined game area using at least one hand-to-hand weapon to achieve the objective of hitting out an opposing player by using the weapon to strike a pressure pad in a target area on an opposing player until all the opposing team players are hit out; the play further including:

a single player may challenge or be challenged contemporaneously by one or more opponents in a single game; and

the game area comprises at least two physical playing regions having non-contacting boundaries including a first playing region having one or more defined game play areas, and a second larger playing region defining a further game play area.

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15. (Previously Presented) A method as claimed in claim 14 wherein the objective is to hit out a key player or key players on the opposing team.

16. (Previously Presented) A method as claimed in claim 14 wherein the objective is to hit out all of the players on the opposing team.

17. (Previously Presented) A method as claimed in claim 14 wherein players aim to hit a target area on an opposing player wherein the target area is selected from: the whole body; the head; the torso; the upper body; the arms; the legs; the lower body; the groin; the back; at least one shoulder; a pressure pad or pads; and combinations thereof.

18. (Previously Presented) A method as claimed in claim 14 wherein multiple rounds are played, each round being complete once the objective is achieved.

19. (Previously Presented) A method as claimed in claim 18 wherein after each round, players in each team rotate position and a new player or players become the key player or players.

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20. (Previously Presented) A method as claimed in claim 14 wherein the combat is scored using methods selected from the group consisting of:

the team that achieves the objective scores a point or points;

the team that wins the highest number rounds is the winner wherein each objective achieved is counted as one round;

the team that wins the highest number of rounds after a set period of time where as many rounds as fit into that time period are completed and wherein each objective achieved is counted as one round;

and combinations thereof.

21. (Previously Presented) A method as claimed in claim 14 wherein, when a player is hit out by an opponent, they may not participate further.

22. (Previously Presented) A method as claimed in claim 14 wherein if a player is hit out, that player remains idle.

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23. (Previously Presented) A method as claimed in claim 14 wherein if a player is hit out, that player can participate again in combat after a predetermined period of time has elapsed.

24. (Previously Presented) A method as claimed in claim 14 wherein if a player is hit incorrectly or unfairly they may continue to participate in the combat.

25. (Previously Presented) A method as claimed in claim 14 wherein if a player is hit by a fellow team member, then the player hit is then hit out.

26. (Previously Presented) A method as claimed in claim 14 wherein a player hits themselves, that player is then hit out.

27. (Previously Presented) A method as claimed in claim 14 wherein pressure pads are used for registering hits, located on or approximate to key target areas on the player including the head, shoulders and chest.

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28. (Previously Presented) A method as claimed in claim 27 wherein, when a pressure point is hit, a visual and/or audio cue is emitted.

29. (Previously Presented) A method as claimed in claim 14 wherein each team includes at least three players.

30. (Previously Presented) A method as claimed in claim 14 wherein each team includes at least six players.

31. (Previously Presented) A method as claimed in claim 14 wherein each team includes at least one forward player, at least one back player and at least one key player.

32. (Previously Presented) A method as claimed in claim 14 wherein each team includes three forward players, two back players and one key player.

33. (Previously Presented) A method as claimed in claim 31 wherein the movement of each player is defined by their designation selected from: forward player, back player, key player.

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34. (Previously Presented) A method as claimed in claim 31 wherein forward players may initially move only within a restricted area within the game area.

35. (Previously Presented) A method as claimed in claim 34 wherein the restricted area is a lane approximately 10 metres long and 1 metre wide.

36. (Previously Presented) A method as claimed in claim 34 wherein, if a forward player steps out of the restricted area before they hit out their opponent, then they are hit out themselves.

37. (Previously Presented) A method as claimed in claim 34 wherein, once a forward player hits out their opposing forward player, they can then move out of the restricted area.

38. (Previously Presented) A method as claimed in claim 31 wherein back players may move any where within the game area however they must start at a predetermined fixed point within the game area.

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39. (Previously Presented) A method as claimed in claim 15 wherein the key player or players have no restriction of movement within the game area.

40. (Previously Presented) A method as claimed in claim 31 wherein back players and the key player or key players move together as a unit unless both back players are hit out in which case the key player may move independently of the back players.

41. (Previously Presented) A method as claimed in claim 14 wherein an automatic hit out occurs on any player if that player steps outside of the overall game area at any point of the game.

42. (Previously Presented) A method as claimed in claim 14 wherein the weapon is a sword with a handle section and a blade section including:

- (a) a central core common to both the handle and blade sections;
- (b) one rounded cutting edge on the blade section;
- (c) defined blade edges on the blade section;
- (d) a blade cutting edge that is curved along the length of the blade section; and

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wherein the rounded cutting edge is formed from a separate outer layer material which is attached to the central core.

43. (Previously Presented) A method as claimed in claim 14 wherein hits are judged visually.

44. (Previously Presented) A method as claimed in claim 14 wherein at least one umpire is used who is responsible for a respective area of play.

45. (Previously Presented) A method as claimed in claim 15 wherein umpires are used to control the combat and include a central umpire and key player umpires assigned to each key player.

46. (Previously Presented) A method as claimed in claim 45 wherein the central umpire oversees combat associated between any players not directly connected with a key player.

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47. (Previously Presented) A method as claimed in claim 45 wherein the key player umpires are responsible for judging combat around each key player.

48. (Previously Presented) A method as claimed in claim 45 wherein one key player umpire becomes senior to the other when both key players are caught up in the same action.

49. (Previously Presented) A method as claimed in claim 44 wherein umpires are positioned along side lines of the game area.

50. (Withdrawn) A method of playing a board game using the method as claimed in claim 14 wherein each player controls the movements of game pieces designated as forward players, back players and key player or players.

51. (Withdrawn) The method as claimed in claim 50 wherein the success or otherwise of a hit at hitting out an opposing player's game pieces is judged using a skill test.

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52. (Withdrawn) The method as claimed in claim 50 wherein the success or otherwise of a hit at hitting out an opposing player's game pieces is judged randomly by use of a random number generator.

53. (Withdrawn) The method of claim 52 wherein the random number generator is a die or dice.

54. (Withdrawn) The method of claim 52 wherein look up tables are used to determine the success of an attack.

55. (Withdrawn) The method of claim 52 wherein if a particular number is generated that number equates to a mistake and that piece is hit out.

56. (Withdrawn) The method of claim 50 wherein, when a player's game piece or pieces are hit out, they are removed from the board and may not participate further.

57. (Withdrawn) The method of claim 50 wherein the key player game piece is distinguishable from other pieces.

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58. (Cancelled)

59. (Previously Presented) A method of playing a team combat sport, as claimed in claim 14, further characterized in that individual player restrictions imposed by the game area are re-defined during play based on the outcome of the team combat.

60. (Currently Amended) A method of playing a team combat sport wherein:

a player on a first team combats a second team to achieve an objective; wherein the player combats the second team within a predetermined game area using at least one hand-to-hand weapon to achieve the objective of hitting out an opposing player on the second team by using the weapon to strike a pressure pad in a target area on an opposing player until all the opposing team players on the second team are hit out; the play further including:

the player may challenge one or more opponents on the second team in a single game; and

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the game area comprises three generally rectangular-shaped lanes, wherein each pair of neighboring lanes is separated by a non-playing region at least two physical playing regions including a first playing region having one or more defined game play areas, and a second larger playing region defining a further game play area.